

**CLAIMS**

What is claimed is:

1. An apparatus for playing a game, said apparatus comprising:
  - a plurality of first tokens, each of said first tokens having a substantially similar first identifying characteristic;
  - a plurality of second tokens, each of said second tokens having a substantially similar second identifying characteristic different from said first characteristic; and
  - a plurality of bodies positioned adjacent to one another, all of said bodies being rotatable relatively to one another about a common axis of rotation, each of said bodies having a plurality of faces facing away from said axis of rotation, each said face having a slot defining a display window for slidably receiving and displaying one of said first and second tokens, said slots being alignable with one another upon rotation of said bodies, one of said tokens being transferable from one of said faces on one of said bodies to another of said faces on another of said bodies upon alignment of said slot in said one face with said slot in said other face.
2. An apparatus according to Claim 1, wherein said axis of rotation is oriented substantially vertically and said bodies are positioned one atop another.

3. An apparatus according to Claim 2, further comprising a base positioned beneath a lower most one of said bodies, said base having a projection extending outwardly therefrom and aligned with said axis of rotation, said lowermost body having a receptacle positioned at one end thereof, said receptacle receiving said projection, said receptacle and said projection facilitating rotation of said lowermost body relative to said base.

4. An apparatus according to Claim 2, wherein transfer of one of said tokens from one of said faces on one of said bodies to another of said faces on an adjacent body positioned below said one body occurs by gravity upon alignment of said slot on said one face with said slot on said other face.

5. An apparatus according to Claim 1, wherein each of said bodies has a receptacle positioned at one end and a projection positioned at an opposite end and extending outwardly therefrom, said receptacle and said projection being aligned with said axis of rotation, said receptacle in each said body being sized to receive a projection extending from an adjacent one of said bodies, said projections engaging said receptacles when said bodies are positioned adjacent to one another and facilitating rotation of said bodies relative to one another about said common axis of rotation.

6. An apparatus according to Claim 1, wherein said slots have a dove-tail shaped cross section and said tokens have opposed beveled edges, said edges being complementary to the dove-tail shaped cross

section so as to be slidably retained within said slots.

7. An apparatus according to Claim 1, wherein said tokens are rectangular in shape.

8. An apparatus according to Claim 1, comprising four of said bodies.

9. An apparatus according to Claim 8, wherein each of said bodies comprises four of said faces, said faces being positioned in angularly spaced apart relation around said bodies.

10. An apparatus according to Claim 9, wherein said angular spacing between adjacent ones of said faces is about  $90^{\circ}$ .

11. An apparatus according to Claim 10, comprising eight of said first tokens and eight of said second tokens.

12. An apparatus according to Claim 1, wherein said identifying characteristic comprises indicia displayed on said tokens.

13. An apparatus according to Claim 1, wherein said identifying characteristic comprises a color displayed on said tokens.

14. A method of playing a game, said method comprising the steps of:

providing a plurality of first tokens, each of said first tokens having a substantially similar first identifying characteristic;

providing a plurality of second tokens, each of said second tokens having a substantially similar second identifying characteristic different from said first characteristic;

providing a plurality of bodies positioned adjacent to one another, all of said bodies being rotatable relatively to one another about a common axis of rotation, each of said bodies having a plurality of faces facing away from said axis of rotation, each said face having a slot defining a display window for slidably receiving and displaying one of said first and second tokens, said slots being alignable with one another upon rotation of said bodies, one of said tokens being transferable from one of said faces on one of said bodies to another of said faces on another of said bodies upon alignment of said slot in said one face with said slot in said other face; and

in a sequence of alternating turns, a first player inserting one of said first tokens in one of said slots or turning one of said bodies relative to another of said bodies to align said slots in said bodies and thereby effect a transfer of one of said tokens between said bodies, and a second player inserting one of said second tokens in one of said slots or turning one of said bodies relative to another of said bodies to align said slots in said bodies and thereby effect a transfer of one of said tokens between said bodies.

15. A method according to Claim 14, wherein said bodies are provided one atop another.

16. A method according to Claim 15, wherein turning said bodies is permitted only when one of said tokens, received in one of said slots on one of said bodies, will drop into another of said slots on another of said bodies positioned below said one body upon turning of said one body to align said one slot thereon with said other slot on said other body.

17. A method according to Claim 14, further comprising the step of ending said game when a predetermined number of either of said first or second tokens are arranged adjacent to one another on one of said bodies, or adjacent to one another on a plurality of said bodies, or on said bodies in a helical pattern around said axis of rotation.